ABSTRACT

A hotel entertainment system adaptable to provide entertainment services to a large or small lodging facility is provided. The system comprises a master host and several slave subsystems, which communicate via a network backbone. The slave subsystems provide entertainment services to guest rooms, and the master host coordinates communications between the slave subsystems and other components of the hotel entertainment system. The master host can connect to a number of slave subsystems with the slave subsystems providing services to a subset of the guest rooms in a lodging facility, allowing the system to be scaled to provide entertainment services to lodging facilities of varying sizes. The master host contains a room map and a property management system daemon. The room map allows the master host to determine which guest rooms are by a particular slave subsystem, allowing accurate tracking of which guest room receives services. The property management system daemon communicates this information to the hotel property management system, which tracks billing and room information for all the guest rooms in a lodging facility. The slave subsystems include a slave host and several services subsystems. The slave host has a property management system interface daemon, which communicates with the property management system daemon in the master host to receive guest room status updates and send guest room services information. The master host also coordinates delivery of new video content schedules to the slave subsystems. A slave subsystem failure only affects the guest rooms that a particular slave subsystem services, and the slave subsystems are capable of providing entertainment services to the guest rooms when the master host is off-line, thus reducing the effects of any system failures.